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MOVIE YEAH

MY

USER MANUAL

MY 3D Table 10/60/200

Contents:

Device's purpose and working principle

3D imagery is the modern way of presenting products in the virtual space and in catalogues. This technology helps you present you product as voluminous and exact as possible, enabling your client to see the product from all angles. We obtain a 3D image by stitching together a sequence of images into a clip.

The MY 3D TABLE is designed to automatically generate rotating images and to post them on the sites.

The MY 3D TABLE's working principle is based on the creation of a sequence of images of an object, which rotates on a platform, with subsequent editing of the resulting images in the installed software.

MY 3D TABLE was designed as a user friendly product, even for non-professionals, who have no expertise in the field of object photography. To start using the MY 3D TABLE it is sufficient to just connect the computer, camera, install software, configure system parameters and you are ready to shoot.

The procedure of shooting is exactly the same as shooting some object in other cases. Only the product (object) is installed on the disk shaped platform, showered with light and the camera is configured. The only difference is that instead of taking one single shot the system takes the set number of images of the object, rotating it along with the disk platform.

The equipment allows the following configurations:

1. Number of images per rotation.
2. Rotation speed for the disk-platform
3. Pause before and after the shot.
4. Mode of shutter release: using a remote trigger cable or through USB (for Canon and Nikon cameras).

The included software allows you to upload the images to your computer, edit them and then export ready sequences in a format suitable for posting the image (JavaScript + HTML5).

Package details

1.	My 3D Table	1 pcs
2.	USB A – USB B cable	1 pcs
3.	USB A – mini USB cable	1 pcs
4.	Power adapter	1 pcs
5.	Replaceable disk-platform	1 pcs
6.	Flash card*	1 pcs

*Carrying software, drivers and instructions

Technical specifications

Maximum product weight, kg:	
MY 3D Table 10	10
MY 3D Table 60	60
MY 3D Table 200	200
Disk diameter, mm	
MY 3D Table 10	minimum 275
MY 3D Table 60	minimum 450
MY 3D Table 200	minimum 800
Power supply, V	12-24
Current, A	0,8

Camera	Shutter control using remote cable	Control using USB
Canon		
EOS D30	Yes	No
EOS D60	Yes	No
EOS-1D	Yes	No
EOS-1Ds	Yes	No
EOS 10D	Yes	No
EOS 300D/Digital Rebel	Yes	No
EOS-1D Mark II	Yes	No
EOS 20D	Yes	No
EOS-1Ds Mark II	Yes	No
EOS 350D/Digital Rebel XT	Yes	No
EOS 5D	Yes	No

EOS-1D Mark II N	Yes	No
EOS 30D	Yes	No
EOS 400D/Digital Rebel XTi	Yes	Yes
EOS-1D Mark III	Yes	Yes
EOS 30D	Yes	No
EOS 400D/Digital Rebel XTi	Yes	Yes
EOS-1D Mark III	Yes	Yes
EOS 40D	Yes	Yes
EOS-1Ds Mark III	Yes	Yes
EOS 450D/Rebel XSi	Yes	Yes
EOS 1000D/Rebel XS	Yes	Yes
EOS 5D Mark II	Yes	Yes
EOS 50D	Yes	Yes
EOS 500D/Rebel T1i	Yes	Yes
EOS 7D	Yes	Yes
EOS-1D Mark IV	Yes	Yes
EOS 550D/Rebel T2i	Yes	Yes
EOS 60D	Yes	Yes
EOS 600D	Yes	Yes
EOS Rebel T3	Yes	Yes
EOS Rebel T3i	Yes	Yes
EOS 5D Mark III	Yes	Yes
EOS-1D X	Yes	Yes
Nikon		
Nikon D2x	Yes	Yes *
Nikon D200	Yes	Yes *
Nikon D3X	Yes	Yes
Nikon D3S	Yes	Yes *

Nikon D300	Yes	Yes *
Nikon D300s	Yes	Yes
Nikon D3000	Yes	Yes *
Nikon D3100	Yes	Yes
Nikon D3200	Yes	Yes
Nikon D4	Yes	Yes
Nikon D40	No	Yes *
Nikon D50	Yes	Yes
Nikon D5000	Yes	Yes
Nikon D5100	Yes	Yes
Nikon D5200	Yes	Yes
Nikon D60	Yes	Yes
Nikon D600	Yes	Yes
Nikon D70	Yes	Yes *
Nikon D70s	Yes	Yes *
Nikon D700	Yes	Yes *
Nikon D7000	Yes	Yes *
Nikon D80	Yes	Yes *
Nikon D800	Yes	Yes
Nikon D800E	Yes	Yes
Nikon D90	Yes	Yes
Остальные		
Sony Alpha	Yes *	No
Pentax DSLR	Yes	No

*- Limited support (It is advisable to check additionally, while buying the equipment)

Connecting the device

There are connectors on the rear panel of My 3D Table, which can be used to connect the camera and the computer, firmware update button, power supply connector, as well as LED, which shows if the device is connected to power supply or not.

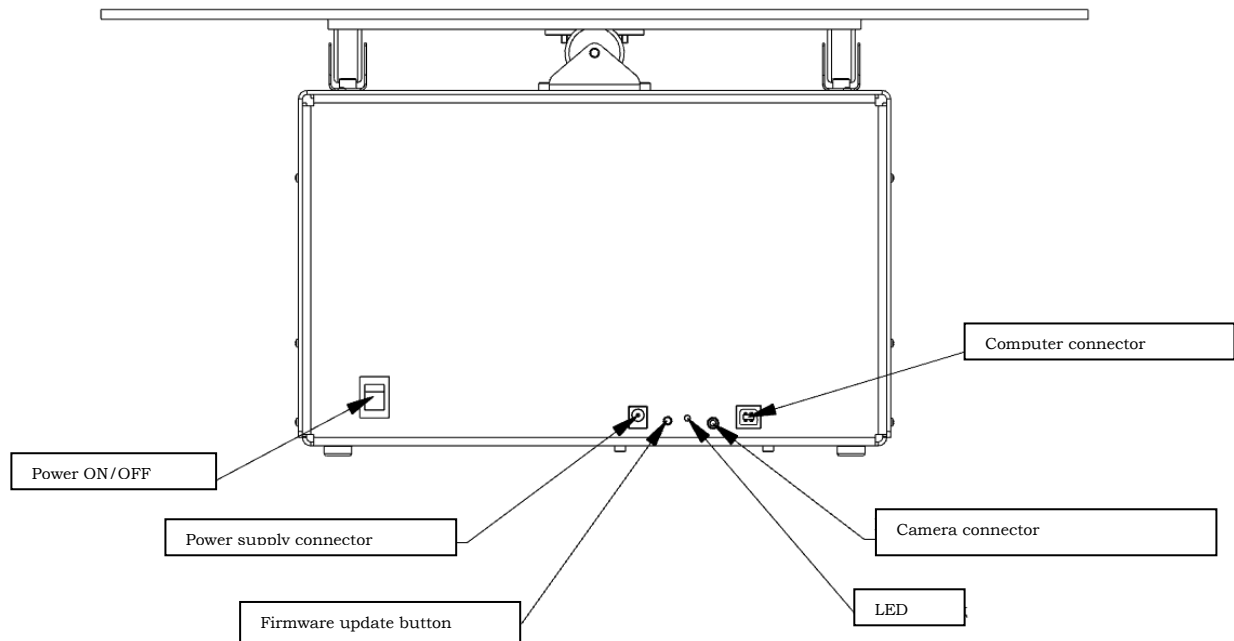You can see connector location in figure 1:

Power ON/OFF

Power supply connector

Firmware update button

Computer connector

Camera connector

LED

Figure 1

The product package includes (USB A – USB B) cable to connect MY 3D Table to the computer, (USB A – USB mini) cable to connect the camera to the computer, as well as the power cable. To turn ON the device connect it to power supply adopter. Then connect MY 3D Table to the computer using the relevant cable to connect to USB port.

The camera can be connected using the port on the MY 3D Table (Using the remote shutter trigger cable) or directly to the computer using USB A – USB mini cable (recommended connection plan). The device connection circuits are shown in figures 2 and 3.

It is most convenient to connect the camera using the USB cable if you are operating a Canon or Nikon camera. In this case the shutter is controlled by the USB control program and the resulting images are automatically loaded into the software.

Connection using remote shutter trigger cable enables the use of any camera, which supports remote shutter trigger. In this case the shutter is triggered by a special close contact, which is fitted in the table. You have to keep in mind that in this case all the resulting images remain on the camera's memory card and you will need to transfer them from the memory card to your computer manually. This connection circuit is suitable for cameras which do not support USB connection, when you shoot RAW format, as well as when using non-

standard shooting methods. Please keep in mind that for using the remote shutter trigger cable you might need additional connectors and adapters, depending on the camera you use. Since there are great many different cables and adapters for remote trigger, we cannot include these in the package.
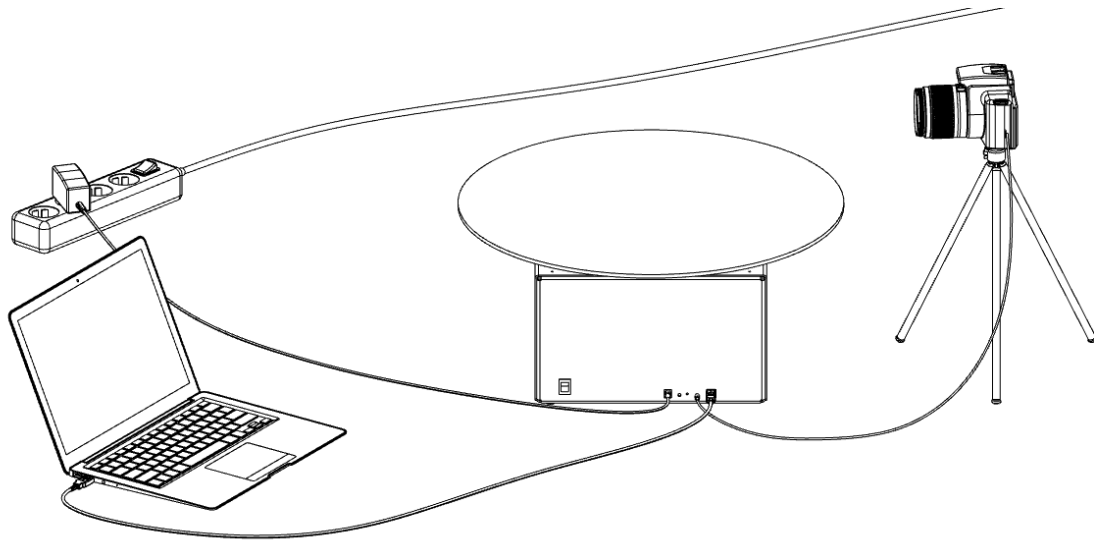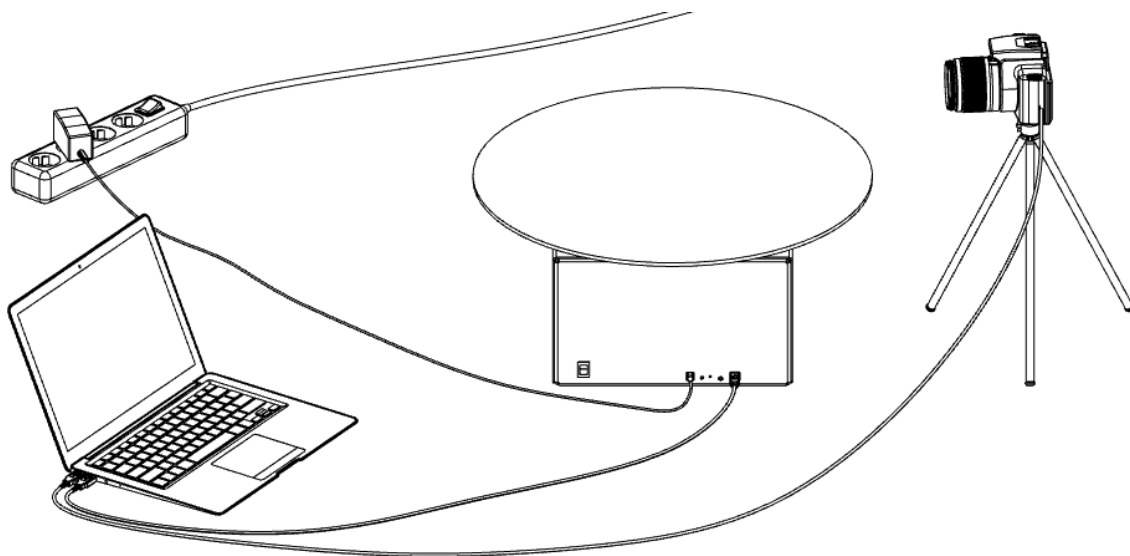

Figure 2

Figure 3

The accompanying software is capable of using hardware resources of multi-core processors and video cards for speedy handling of large files. Since the 3D shooting technology uses a large number of images of higher resolution, for convenient functioning it is recommended to use latest computers with sufficient memory installed.

Attention! The manufacturer of MY 3D Table cannot guarantee proper functioning of equipment if you are using unlicensed OS.

To be able to transfer the images from the camera to the computer you must be using Windows Vista/7/8 (X86/x64).

Please note that the operating mode of the software allows for the rotation of the table in one direction. This helps exclude any margin of error for positioning, which might occur in case of changing the direction of rotation.

Start of operations

To start operating the device it is necessary to:

1. Connect it to power mains, to the computer using the included USB cable.
2. Connect the camera using the remote shutter trigger cable (fig 2) or the USB cable (fig 3).

Installing the software

It is mandatory to install the driver, windows update and the MY 3D Creator program. You can find all the files or their links, on the flash-card, which comes with the device. The software can be updated free of cost.

Using a camera connected through the USB cable

Preparing for shooting

1. Turn ON the camera and prepare it for shooting:
   - Turn OFF auto focus (AF) on the lens or on the camera body, depending on the camera model;
   - Select manual settings (M) and set exposure as per the conditions;
   - Turn OFF camera's auto-off function (optional);
   - Select JPG format for shooting (not RAW);
   - Adjust lights;
   - Make sure that the camera is not MASS STORING.

While selecting lighting for use with MY 3D Table you must consider the following:

a) the dimensions of the object shot (light should be spread over the whole surface of the object)
b) the material of the object (some materials are sensitive to extended exposure to high temperatures, for example light from halogen lamps or from other such sources)
c) maximum desired speed of rotation of the disk-platform (the built-in flashes in cameras have certain intervals between charges)
d) the camera's structure (some models have limitations when it comes to the method of synchronization of shutter with studio pulse lights)

2. Turn ON the table and wait until the device is visible in the system.
3. Launch software (Start-> All programs -> My 3D Creator).
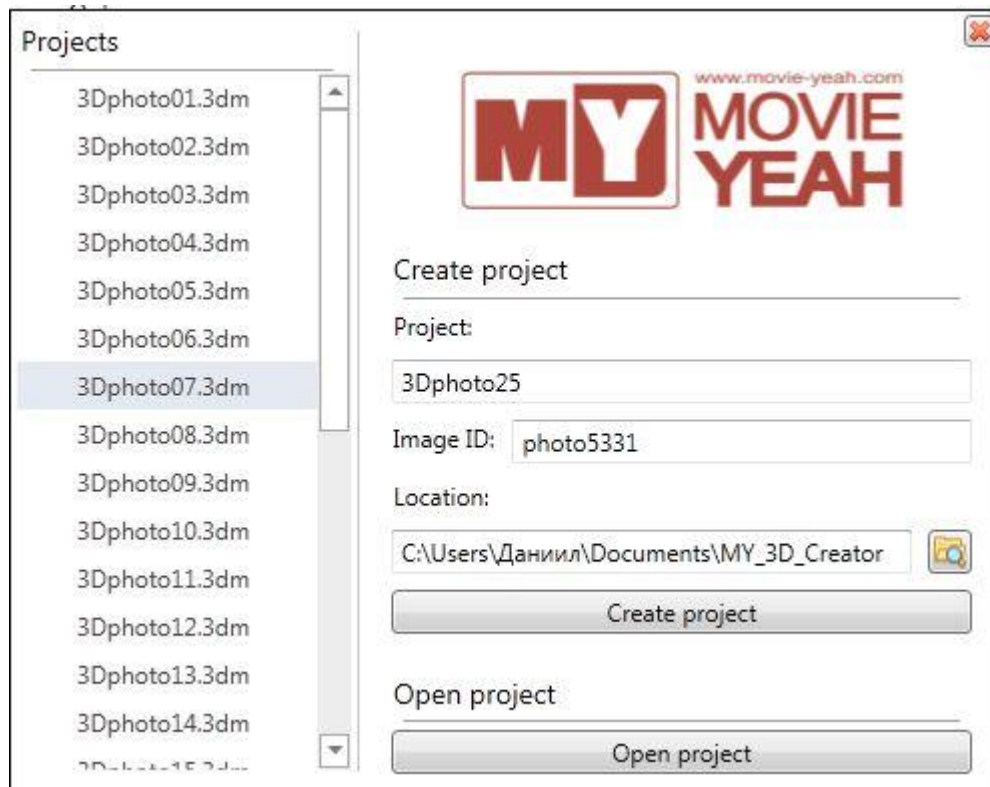4. In the dialogue window create new project and set its save location (figure 4).

Figure 4

5. Press the "Connect equipment" button in the software window (fig 5)

Figure 5

Then make sure that the software has identified the camera and the Table (figure 6). When using a crane it should be also be identified in the similar fashion
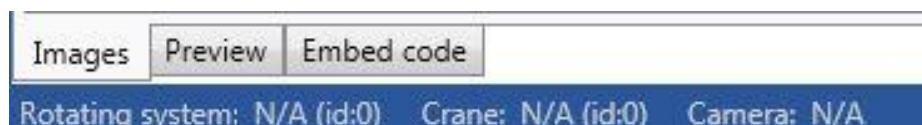

Figure 6

To check if the table is functional or not use the following buttons ►►, ▮.

<u>Shooting</u>

1. Select the camera control mode: USB control. Select camera model in the dropdown menu.

To check if the camera is working or not use the "Take photo" button (fig 7).

Figure 7

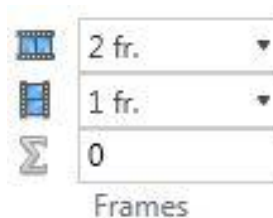2. Select the desired number of shots (fig 8).

Figure 8

For example you can set 24 shots horizontally. The vertical shot quantity is required when using a crane.

3. Select the speed of Table's rotation (Revolutions per minute). using the "Speed" slider (fig 9). To control speed it is recommended that you launch rotation speed using ►► buttons
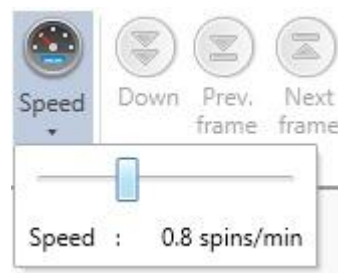

Figure 9

4. Start shooting using ► button. To stop the process before the set finishing parameters are reached, you can use the ▌ Button.
5. If using the USB connection mode for camera the software automatically transfers the images to the computer for editing (fig 10).

Figure 10

Using the camera connected with remote control cable

<u>Preparing for shooting</u>

1. Turn ON the camera and prepare it for shooting:
   - Turn OFF auto focus AF on the lens or on the camera body depending on the camera model;
   - Select manual M mode and set exposure according to shooting conditions;
   - Disable AUTO OFF mode (optional)
   - Select image format: JPG or RAW;
   - Set studio lights.

While selecting lighting for use with MY 3D Table you must consider the following:

a) the dimensions of the object shot (light should be spread over the whole surface of the object)
b) the material of the object (some materials are sensitive to extended exposure to high temperatures, for example light from halogen lamps or from other such sources)
c) maximum desired speed of rotation of the disk-platform (the built-in flashes in cameras have certain intervals between charges)
d) the camera's structure (some models have limitations when it comes to the method of synchronization of shutter with studio pulse lights)
2. Turn ON the table and wait until the device is visible in the system.
3. Launch software (Start-> All programs -> My 3D Creator).

<u>Shooting</u>

1. Select camera control mode: using remote trigger cable Shutter Cable.

To check the camera you can use the Take photo button (fig 11)

Figure 11

2. Select the desired number of shots (fig 8).

For example you can set 24 shots horizontally. The vertical shot quantity is required when using a crane.

3. Select the speed of Table's rotation (Revolutions per minute). Using the "Speed" slider (fig 9). To control speed it is recommended that you launch rotation speed using >> buttons
4. Start shooting using > button. To stop the process before the set finishing parameters are reached, you can use the □ Button.
5. When using the Shutter Cable mode you have to transfer the images to the computer manually. For the purpose in the "Edit" tab use the "Add photo" button (fig 12). It is preliminarily necessary to connect the camera to the computer using USB cable or insert the camera's memory card into the computer's slot. When connected through USB, you should remember that the files could be added one by one. The easiest method is to copy the files out of the camera into a folder on your computer, from where you can add them into the software out of the local folders. Please don't forget that the software only renders JPG images. If you shot in RAW format, you must transfer the files to the computer, then use a photo editor to process RAW images.

Figure 12

Photo editing

After loading the images into the software it is necessary to edit them (if you had not edited them in the photo editor).

1. Click on one image to select it for editing.
1.1.   Let us see the editing process when we use frame based editing:
   - Press the CUT button (fig 13)

Figure 13

- Select the area of the image you want to edit.
- Apply or Cancel the actions.

1.2.   Apart from framing, you can also rotate image by 90◦, edit RGB levels, brightness, and contrast and add watermark (with variable level of transparency).

2. After editing the selected image press the "Apply to all" button, apply the given changes to all of the images in the current sequence.
3. If the result was not satisfactory, you can press the "Cancel all" button (figure 14)

Figure 14

Exporting the clip or Sequence

1. Make sure that at least one image is selected (this is required to enable the software to get the right image proportions).
2. Set the required resolution of the 3D image (fig 15).
3. Set the ZOOM resolution.

Please note: A very high resolution will create a very large 3D image, which will take a lot of server space. The user will only see the zoomed photo from the angle at which the image was zoomed.
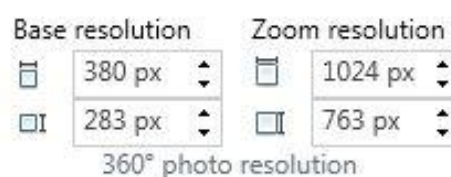

Figure 15

4. Select the file format (we recommend JPG) (figure 16).
5. Select image quality (you should select the level of quality at which you think that the image looks acceptable; we recommend a max 90% quality level).

Figure 16

6. After configuring all the parameters, press the EXPORT button, to enable the software to replicate the images and create the script.

Script configuration

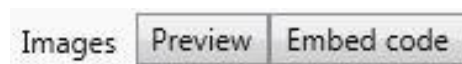To start working with the script you must press the PREVIEW button I the left lower corner (fig 17).

Figure 17

If you shoot using the RT cable then first of all you should select the frame rate. For example set 24 frames horizontally. The vertical frame number is set only if you use the crane (fig 18). If your camera is connected suing the USB cable you can skip this step.
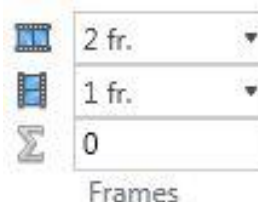

Figure 18

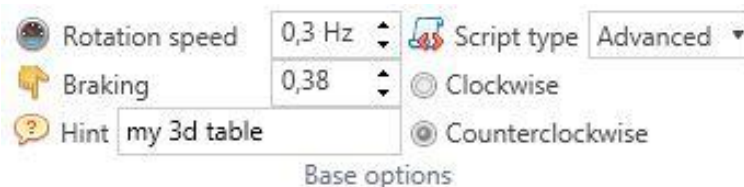In "Base Configuration" tab (fig 19) you must set the following parameters:

Figure 19

1. Speed – this is used to set the rotation speed of the object in the resulting 3D image

2. This is used to set the braking speed of rotation of the object in the resulting 3D image, when rotated using the cursor.
3. Tip – This can be used to provide additional information, which will be shown when the mouse goes over the 3D image (ALT text)
4. Clockwise – direction of rotation.
5. Counter clockwise – direction of rotation

In "CONTROL" tab (fig 20) you can set the following parameters:

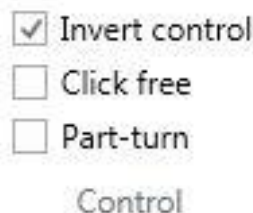☑ Invert control
☐ Click free
☐ Part-turn

Control

Figure 20

6. «Invert – This can be used to set the change of direction of rotation by moving the cursor the other way.
7. Without click – control rotation without need to click the mouse
8. Half turn – if you select this the 3D image will turn from the first to the last frame and then in the opposite direction in reverse mode. This option can be used to shoot non-stationary subjects like people.

In the loading options you can set the following options(fig 21):

☑ Autostart
🕐 Delay 1,0 sec ↕
☐ Loading on click

Loading options

Figure 21

9. Auto start – when selected the 3D image starts to rotate as soon as it loads. This rotation can be continuous or with delays as set by the user.
10.   Load on click – If selected the 3D images starts to load after you click the mouse. This can reduce the amount of traffic used by your site.

In the "Initial animation" (fig 22) you can set the following parameters:

☐ Opening
⦿ Rotation speed 0,3 Hz ↕
🕐 Duration 4,3 sec ↕

Opening

Figure 22

11.   Start animation – in this tab you can opt for the speed and duration of rotation of 3D image before it stops. The default setting is to allow the image to rotate non-stop.

In the "Preview" (fig 23) you can open the final file in the browser, as well as you can access the source images and the JavaScript files.

Figure 23

Options

Figure 24

In the Settings tab (fig 24) you can:

1. Device settings – when using the MY 3D Table for the first time it is recommended to calibrate the device, which can be done by pressing the relevant button.
2. Reset to default settings – If your custom settings cause problems, you can always revert to the factory defaults by pressing this button.
3. Update software – When you press this button the program automatically connects to our server, check for available updates and if there are updates, it offers you to install them.
4. Log file – this button opens a dialogue window, which shows error information gathered for our experts. We will not describe this option in detail, because we strongly recommend that you use this only in case of errors and only after contacting our technical service.

Safety instructions

You must follow the given safety instruction in order to allow the device to function stably.

1. You should not use any power supply other than the one which came with the product.
2. You must not open the device or disassemble it, or try to repair it yourself.
3. It is prohibited to rotate the disk manually as it can damage the gear assembly.
4. It is prohibited to use the platform to shoot objects, which are heavier than the maximum handling weight shown in the specification.
5. It is prohibited to use the device to shoot objects, which are significantly larger than the size of the platform. To shoot such objects you should use a larger platform.
6. When shooting heavier objects or objects with high inertial torque, it is recommended to lower the speed of rotation of the disk.

Terms and conditions of warranty

Warranty period is 24 months from the date of sale.

Product warranty is valid only in EU countries under the following conditions:

1. The product must be bought in the EUcountries and should be used as per the instructions in the user manual.
2. The warranty period for the product and its components and parts, which have a limited warranty, extends for the time for which the product remains under repair.
3. If the product is repaired under warranty and some part of component is replaced with a new one, the changes part carries a warranty of six months from the date of return of the product to the customer.
4. The manufacturer is relieved of liability for deficiencies in the product if such results from the breach of instructions by the user, due to improper transportation, storage, third party actions or force majeure and particularly I case of defects caused by the following reasons:
   (1) Alterations to the product's structure, which were not officially approved by Movie Yeah!
   (2) Connection of other products, using it together with other accessories and expendables, other than the ones recommended by Movie Yeah! This warranty is an extension of the constitutional and other consumer rights and in no way does it limit them.

This warranty supplements the consumer's constitutional and other rights and in way limits them.

ATTENTION! To avoid unnecessary obstacles in service and provision of others of your demands, stipulated by the law, we hereby solemnly recommend that you should keep the documentation, which comes with the product, safe during the whole period of tis use (this warranty certificate, user manual, etc.), as well as the documents affirming your legal purchase (cash receipt, invoice etc.).

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MOVIE YEAH

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Video tutorial, examples of use, master class: **youtube.com/MYSteadicam**

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